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MONSTERS FLY AT YOU FROM OUTER SPACE

COSMIC MONSTERS II

(1) SCORE DISPLAY
0 ~ 999990 points

(2) UFO
It comes flying from behind the monsters — unexpectedly either from the right or left. If you do not shoot it down, the UFO descends to the center of the screen with reinforcements, joining the monsters in the line of attack. When you hit a UFO, you are awarded either 100, 500, 600 or 1,000 points.

(3) MOTHER SHIP
It leads monster reinforcements. The UFO enters the mother ship, then, appears again flying towards the center of the screen. Hitting it does not award you points.

(4) MONSTERS
With radial rays shooting out of their mouths and destructive missiles flying from their bodies, the monsters rush towards you. While moving sideways, they steadily approach your position. If one of the monsters on the line closest to you is hit, 10 points are awarded. Monsters on the second closest line are worth 20 points, while 30 points are awarded for reinforcements.

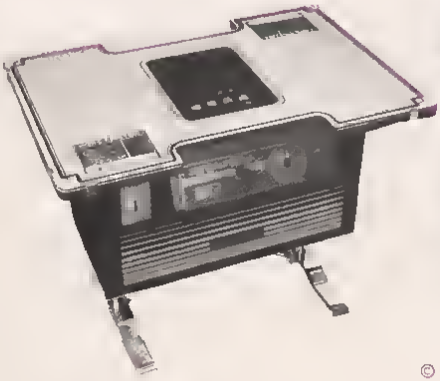
(5) STATION
It consists of 4 defence beses for protecting your laser gun from the monsters' attack.

(6) LASER GUN
Control your laser gun by moving the lefthand lever, and push the right-hand FIRE button to shoot down either the UFO or monsters.

(7) RESERVE GUNS
The number of reserve guns is displayed at all times. As a bonus, a laser gun can be awarded when you score 3,000 or 5,000 points.
(The number of points can be set by means of dip switches.)

SPECIFICATIONS

• Table Type	• Upright Type
▼ 95 1859	▼ 95 1553
AC100V/115V/230V	AC100V/115V/230V
85W 50/60Hz	110W 50/60Hz
800(W) 550(D) 600—700(H)	640(W) 800(D) 1700(H)



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HEAD OFFICE: UNIVERSAL CO., LTD.
1-7-7, Nihonbashi Horidome-cho, Chuoh-ku, Tokyo 103 Japan
Phone (03) 661-1447 6004 Cable UNMANIFACT Telex J27348 (UNICO)

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